

Troll

MICRO COURSEWARE



Micro Reading Lab

Mud Pies



User's Guide

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Program Components

1. One micro-software program disk.
2. One copy of a hardcover First-Start™ book.
3. One read-along cassette with narration that follows the book word-for-word.
4. One user's guide.

System Requirements

1. Apple IIc, IIe, II+ or II (with Applesoft and at least 48K of RAM).
2. One disk drive.
3. A TV set or video monitor (color is recommended).

How to Use This First-Start™ Micro Reading Lab

This Micro Reading Lab can be adapted to a wide range of student needs:

- The book can be used alone, as an exciting reading adventure.
- The cassette can be used alone, to promote listening skills.
- The book and cassette can be teamed up and used as a motivating read-along.
- The micro-courseware can be used to help promote interest in reading and to develop basic reading skills through game-like learning activities.

About the Games

The games on the micro-software program disk are fun. They also strengthen important reading and learning skills. What's more, the child can return to a game again and again—having fun and practicing reading and language skills at the same time.

The games may be played in any order. Although instructions are often provided on screen, younger children may benefit from brief adult supervision the first time they use the games. To obtain additional help while a game is in progress, simply press the CONTROL and H keys simultaneously.*

Getting Started

Insert the program disk into the disk drive with the label facing up and the oval cut-out facing away from you. Close the door on the disk drive and turn on the monitor and computer. The red light on the disk drive will light up as the program loads.

Note: Some Apple computers require that PR#6 be typed before the program begins loading.

When the program has loaded, the Troll logo will appear, followed by the title of the program and the game menu. Select the game you want to play by pressing the indicated key. That game will automatically load and run.

During the game, the sound may be turned off or on by pressing the CONTROL key and the letter O key simultaneously.*

When you have finished playing the game, you may play the same game again, or return to the game menu to choose a different game.

NOTE: To stop any game that is in progress or to return to the game menu, press the ESCAPE key (ESC).*

REMEMBER: CONTROL-H calls for Help.

CONTROL-O turns the sound On or Off.

ESC stops a game that is in progress or returns you to the game menu.

* There may be a slight delay after pressing CONTROL-H, CONTROL-O or ESCAPE.

Memory Action (Thinking Skills—Letter Recognition, Memory, Direction)

Can you follow the directions to the hidden letter that matches the one in the middle of the park? Just follow the arrow! Press U for Up, D for Down, L for Left, or R for Right. When you reach the hidden letter, there's a special animated surprise! You can also choose a harder version, in which there is no arrow—you must remember where the hidden letter is, and get to it all by yourself!

Word Train (Letter Substitution, Spelling, Rhymes)

Toot toot! Here comes the word train, with three times the fun! In part 1, just change one letter of a word to make a new word that matches the picture. Then, in part 2, choose the letter that completes a word in the word-and-picture sentence. Then, in part 3, choose the word that rhymes with the picture shown. A correct answer wins 5 points on the first try, or 3 points on the second try. Maximum score in each part of the game is 50 points.

Note: After completing part 1 or pressing ESC from within part 1, you will be asked if you want to play part 2.

After completing part 2 or pressing ESC from within part 2, you will be asked if you want to play part 3.

Tasty Rhyme (Rhyming Words)

Stop that word! First read the three words that appear on the screen. Then, as they begin moving from left to right, try to stop the one that does not rhyme, by pressing A, B, or C. It's fun to see how many points you can get. For each correct answer, you earn 3 points! Play the easy version or the harder one. In each version, you can choose from 3 different word sets. There are 8 turns in each game.

Care of Disks

The micro-software program is recorded on the magnetic coating of the program disk, which is permanently sealed inside a protective cover. Do not touch the surface of the disk that is visible through the oval cut-out in the protective cover. When the disk is not in use, it should be returned to its own envelope and stored in a safe place away from dust, magnetic fields, and temperature and humidity extremes. Do not bend, staple, or write on the disk or its protective cover with ball point pen or pencil.

Warranty

Troll Associates provides a lifetime guarantee on Troll micro-software disks. If this program disk is accidentally damaged or ever fails to load or run, simply return it to us for a free replacement.

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